

ABSTRACT

After the offensive selection element images are moved along the joining direction to the offensive selection image display area (70c) and displayed one after another in an alternating manner thereon, based on the control of the offensive selector (73), the images are halted and displayed in a matrix-wise arrangement. The character property (79) and physical strength value (72) are stored in association with the character, and the character corresponding to a physical strength value (72) equal to or lower than a predetermined final value is determined to be the loser, the physical strength value of the attacked character being calculated using the offensive value and a formula corresponding to the character property and the offensive type. Furthermore, the image of the character determined to be the loser by the winner/loser determinator (76) is varied.